WILDSTAR

COMMUNITY MAGAZINE #3

WE SHOW YOU HOW TO
DRESS UP FOR
THE HOLIDAYS

OUR THOUGHTS ON
DROP 3

TIPS ON RAIDING

GameOnMag.com

WILDSTAR COMMUNITY MAGAZINE #3

Hello and welcome to our third issue of the WildStar Community Magazine!

We'd like thank you again for continuing to support the magazine and we hope you carry on with the help and appreciation we've been receiving.

In preparation for the upcoming Christmas holidays, we've given you tips on how to dress your character suitably. We also have two exclusive interviews - one with the Youtuber/ Twitch streamer Zybak who streams raids, and the English Community Manager in Europe for NCSOFT. We have information on the new Drop 3 release as well as a guide on raiding.

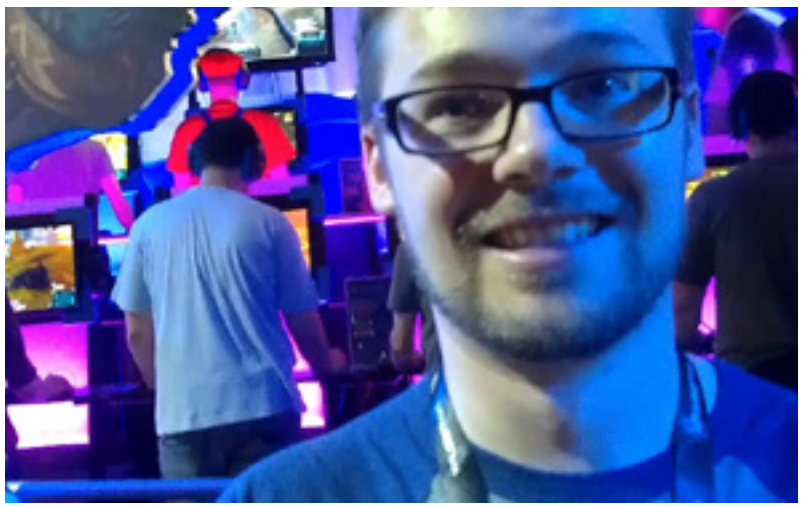
If you have any ideas or artwork for us to include in the magazine for future issues, please feel free to email us at wildstar@gameonmag.com

We hope you enjoy the third issue!

The Editor

Please subscribe for free to help secure the future of the magazine

www.gameonmag.com/wildstar



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WE'RE HIRING!

Do you appreciate alliteration? Marvel at a well-placed metaphor? Do you enjoy the therapeutic effect of finger hitting keyboard as the words magically transfer from mind to screen? We're looking for enthusiastic writers to join our team here at the Wildstar Community mag, so if you love it and would like to be involved, don't hesitate to contact us!

We're also looking for talented artists to fill our pages with artwork. So if art is more your thing and you'd like your credited work showcased to the entire community then let us know! We're looking for anything from realistic work to cartoons, comics or sketches, so whatever your forté, we're interested.

To apply for a writer or artist position with us please contact us with why you'd like to join and a sample of your work - wildstar@gameonmag.com

DROP 3 AND BEYOND

Many of you reading this are probably neck deep in the new content drop released by Carbine a few weeks ago. For those of you who have yet to see it, or want a refresher on all the cool things happening on Nexus, here it is:

THE DEFILE

Remember when Drop 2 launched and you got a mysterious quest to go meet Specialist Trinette (or Professor Stephanus for the Dominion) in some mysterious, inaccessible zone? Yeah, I know you tried to jump over those glimmering mountains, hopelessly reaching for that quest arrow on your minimap. Well, you can finally meet her!

Talking spiders. Check. Swarms of mutant bees. Check. Giant, corrupted ex-Archon and a massive battle with the Entity's minions. Check. Hold on to your pants, cupcakes.

OMNICORE-1

Short, sweet, and challenging. A solo-dungeon experience featuring Avatus, the red-faced half of the Caretaker's two-faced persona. He could definitely use some anger management sessions. On the other hand, a firm whooping by you and your trusty weapon may do the trick. It may not be as difficult as WildStar's dungeons or raids, but it certainly challenges you to think about your strategies and even your ability loadouts.

Although the upcoming Protostar Academy is intended to be a combat training ground for newer players, this repeatable solo instance may already be a great training ground for dungeon-running. I won't mention the mind-shattering reveal at its finale. You'll have to see it for yourself.

GROUP CONTENT

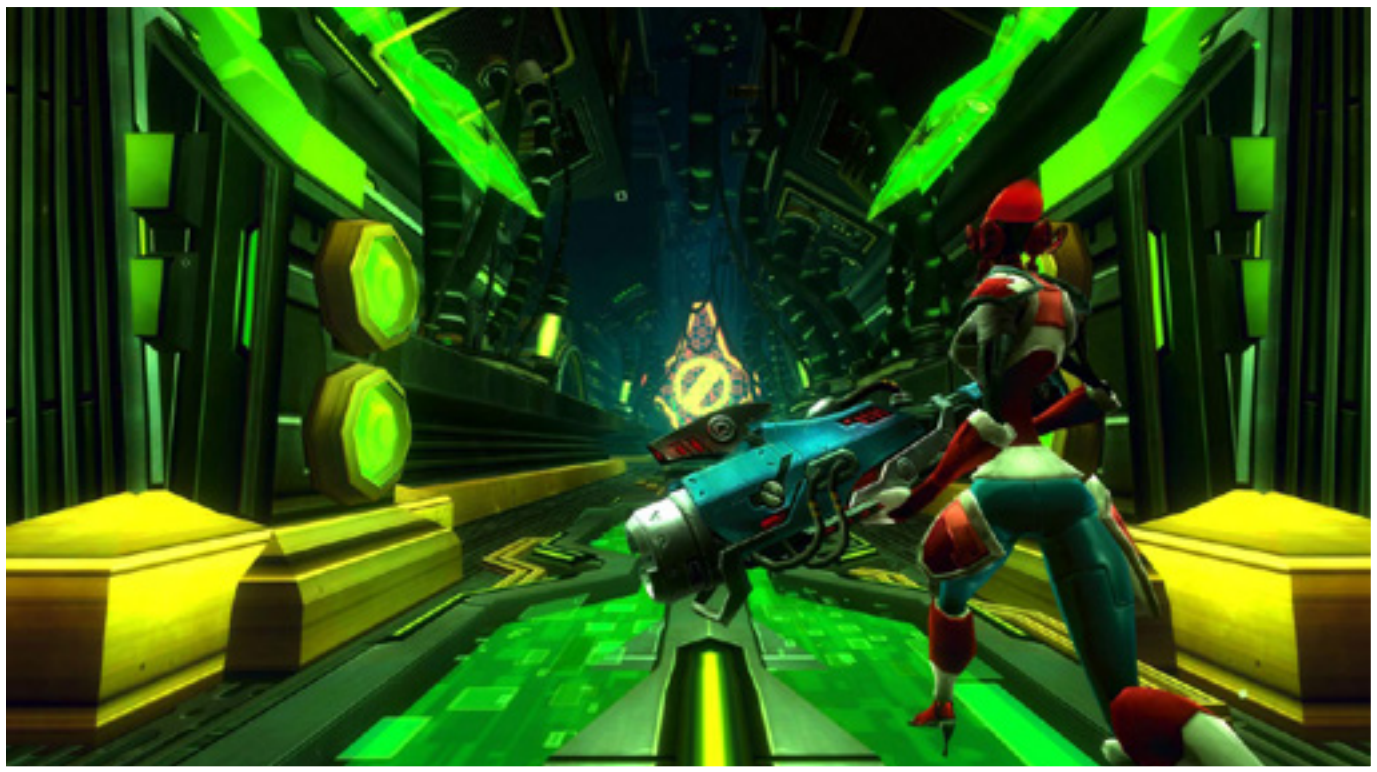
A large part of the new zone consists of group quests. The Defile features its own "outdoor dungeon" in the Black Focus event, which spans the eastern half of the map. Turn to the southwest, and you have the Siege of the Lightspire, a 20-person battle against the forces of the Entity with some pretty interesting mechanics. There are other related quests, many of which are offered as daily quests.

Coordinated raid teams and well-geared players may find this new content pretty easy to handle. Again, this may be a great warm-up event for the newly initiated before tackling the more difficult instanced group content that the game has to offer.

Do you think you're up to the challenge? There's only one way to find out.

HOUSING

Are you a housing fanatic? Were you frustrated that you kept hitting your construction limits? This Drop gives you more than double the outdoor limits, providing you with 1000 objects both inside and outside of your house, along with 40 switchable lighting objects. New decor items and building blocks will help keep your mind churning for new ideas for your OCD plot-scheming needs! There were already many amazing creations with the previous limit--think of the possibilities now! Go check out some of the Wildstar community's housing creations online or better yet, see them for yourself in-game!



ONWARD

Carbine is focused on delivering changes that the game needs to help the game grow and prosper. An itemization overhaul is in the works along with new content, and they have even announced a commitment to reliable 20-person raid sizes as opposed to the previous 40. The one aspect that is really still stagnant is the PvP scene, and many players are eagerly awaiting the changes. As of this writing, the dev team is planning out a long-term solution to a more efficient system in many aspects of PvP. Even with the issues, the player community is abuzz with world-PvP events, Warplot events, one-on-one PvP tournaments, and more! Tune in to the forums and social media to stay current with upcoming community events!

On a final note: If you have been a subscriber in the past, check your emails for a 7-day trial code. Experience the game again with its many quality-of-life changes, stat normalization changes, and many, many, bug fixes.

Thanks for reading, and see you on Nexus!

By Tadamichi Hosokawa

BEYOND THE FRINGE

WILDSTA

INTERVIEW WITH ZYBAK

Zybak - Warrior raider from the guild Enigma, also known on YouTube.com and Twitch.tv. He's been raiding and testing raids since the very early stages of beta. At the time of writing, Enigma progressed to the very last boss of Datascape: Avatus!

GameOn: What is your favorite aspect about raiding?

Zybak: My favorite aspect about raiding in Wildstar would be the process of figuring out the fights with a bunch of people. The amount of brainstorming and hilarious tin foil crackpot theories on how things work is always fun. I'm completely out of my league in Enigma when it comes to figuring out how fights work initially. We have a lot of really talented PvE players that are amazingly fast at picking up when/how/why mechanics work. I come from a pretty heavy PvP background in WoW so I don't have quite have the same instincts a lot of the other guys have.

GameOn: How would you describe your feeling after downing a boss for the first time?

Zybak: While I did enjoy Genetic Archives a lot, I still consider my first real boss kill to be System Daemons. It was the first time I'd ever done anything that hard before on the PvE side of MMOs. It took us 41 days to get the world first kill and nobody else killed it for a while. After MANY, MANY wipes and strategy iterations we finally managed to kill it. Our first kill was incredibly epic! The firewalls maxed out and all the adds came

up. The south side group killed their System Daemon and was making a mad dash to ours while all the adds were chasing them. Once they made it to our boss the adds were getting out of control and destroying the raid. People were dying left and right and it was a full out Hail Mary burn! We barely killed it as the adds were smashing our healers. The nerd screams were intense.

GameOn: How do you feel about Carbine's decision to change 40-mans to 20-mans?

Zybak: I think going from 40-man to 20-man is a good change and that's coming from someone who really likes 40-man raiding. I really enjoy the big encounters with tons of people, having larger guilds, and just playing with more players. However, 40-man raiding has tons of logistical issues. A lot of the difficulty of 40-man raiding was the social aspect of finding 40 players who are good, show up on time, and get along with everyone else. I don't think that was particularly a bad thing but it is a lot to throw on the GM/Officers of a guild, especially when people have gotten used to smaller raid sizes in other games. I know that I personally NEVER wanted to lead/be an officer with how much they have to do.

Having 20-man be the only raid size means that people will be able to have more tight knit groups for all future content, raid FPS performance will be much better, fights can be more easily tested, and roster issues are less likely to occur.

GameOn: What do you think of the current difficulty in Genetic Archives and Datascape?

Zybak: I think Wildstar's raiding difficulty is perfect where it is. More people are figuring out the fights and getting much better gear than what we had when we did it. People have more AMP/ability points, way more rune sockets, and better rune sockets. I think the way Carbine is addressing raid difficulty is perfect. They aren't nerfing the fights but the fights naturally get easier by themselves as more gear/knowledge is readily available.

GameOn: What is your current favorite encounter, and why?

Zybak: Experiment X-89 is my favorite fight. While it isn't the hardest fight, I did really enjoy tanking and DPSing it a lot. When the DPS check was much tougher, you would have to snipe platforms and islands as a tank. This was a cool mechanic and I had never heard about any sort of mechanic like this in a game before. I also liked that DPS could be pro and jump their debuffs off the edge, then movement ability back on to the platform without destroying it. I also had an epic moment that was shown by Carbine at PAX where I was the last person alive on the last platform and managed to kill Experiment X-89. That was pretty sweet!

GameOn: Lastly, do you have any tips for a brand new raider?

Zybak: The biggest tip I can give to new raiders is to show up early to

every raid. If you have to be late or can't make it be sure to let someone know. Being the most rock-solid and reliable guild member is the best way to earn serious brownie points with the raid leaders and officers. I had no real PvE experience and managed to get a spot in the Enigma 40 man roster due to my perfect attendance. I never missed a raid, was always early, and stayed late.

I would really recommend that you use the website wildstarlogs.com. It is an amazing tool that will allow you to see what is killing you/your raid, DPS, HPS, skill counts, damage taken, and from what abilities, etc. It's incredibly detailed and will show you almost everything you'd ever want to know.

Other than that, I would say to just be patient and don't be afraid to fail. This game is different, and just because you were good at another game doesn't mean you'll instantly be good at this. The game has a learning curve and many of the mechanics involve a lot of personal responsibility.

By Nadine Tawney

TOP 7 ADDONS FOR LEVELING

Whether you're a new Nexian, or an experienced veteran re-rolling an alt character, here are seven extremely useful addons[1] to help you save some valuable time!

7. GUARD MINI MAP

Alternative: NavMate

As you may have guessed, Guard Mini Map will replace your minimap and add more functionality:

You can choose to show or hide:

- Special icons for hostile prime mobs
- Custom icons for gathering nodes
- Custom arrows
- Custom waypoints that you can share with other people using Guard Mini Map
- Lore books and datacubes!
- Icons for path resource nodes

Type in "/gmm" for more options such as font, opacity, show/hide coordinates, and to show or hide taxi nodes on zone map.

6. AMP FINDER

AMPs can sometimes be hard to find. They can drop randomly, but they are also often sold by various reputation NPCs. Instead of tabbing out and turning to the internet, AMP finder will help you discover all AMP locations in-game!

Type in "/ampfinder" to open the window.

- You can search by zone (for NPCs) or by zone quest. (for AMPs that rewarded from quests).
- The window will display your distance to the vendor or quest, which AMPs are available, and the cost.
- AMPs you have not unlocked yet will have a red lock icon.

- World drops will be shown under Thayd/Illium (Commodity Exchange)

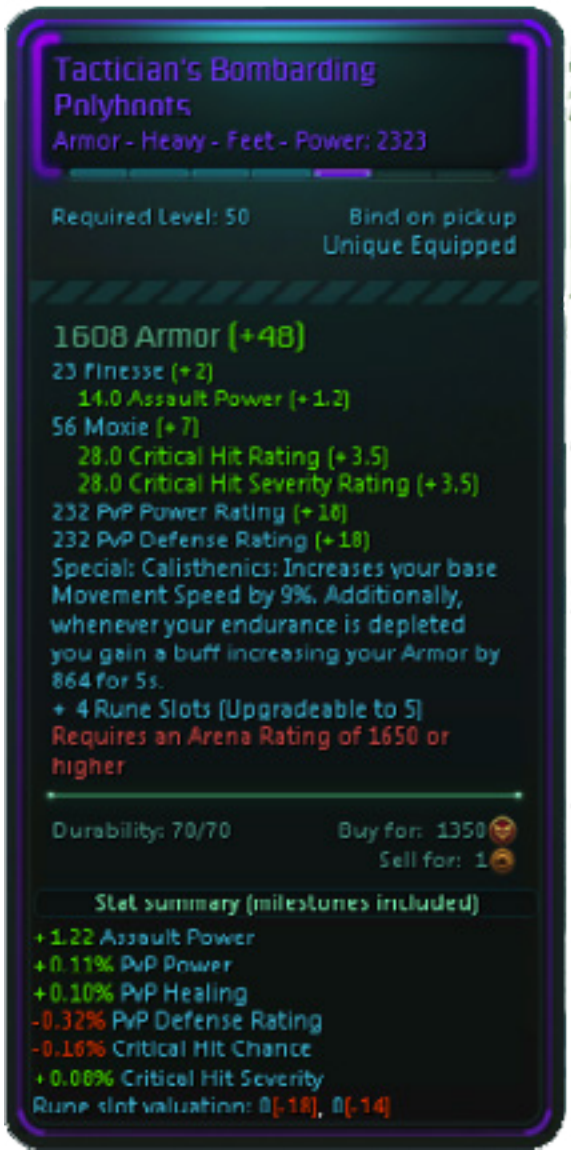
By default, it will show your current class, but clicking the class icon will let you chose other classes to browse.

5. JUNK IT

"Junk It" is very straight forward and convenient! Going to a vendor, you should spot a red bag icon with an "X". Clicking it will sell all your uncommon (gray) items from your inventory!

Junk It also offers a few settings: open the options window by clicking the small wrench icon on the top right corner.

You can then choose to have it sell your gear automatically without any click of a button, to keep anything salvageable and whitelist any types of items you may want to keep, such as housing decor.


Tactician's Bombarding Polyhoofs
Armor - Heavy - Feet - Power: 2323
Required Level: 50
Bind on pickup
Unique Equipped
1608 Armor (+48)
23 Finesse (+2)
14.0 Assault Power (+1.2)
56 Moxie (+7)
28.0 Critical Hit Rating (+3.5)
28.0 Critical Hit Severity Rating (+3.5)
232 PvP Power Rating (+18)
232 PvP Defense Rating (+18)
Special: Calisthenics: Increases your base Movement Speed by 9%. Additionally, whenever your endurance is depleted you gain a buff increasing your Armor by 864 for 5s.
+ 4 Rune Slots (Upgradeable to 5)
Requires an Arena Rating of 1650 or higher
Durability: 70/70
Buy for: 1350
Sell for: 1
Slot summary (milestones included)
+1.22 Assault Power
+0.11% PvP Power
+0.10% PvP Healing
-0.32% PvP Defense Rating
-0.16% Critical Hit Chance
+0.06% Critical Hit Severity
Rune slot valuation: 0[-18], 0[-14]

Currently Equipped
Brigadier's Bombarding Polyhoofs
Armor - Heavy - Feet - Power: 2142
Required Level: 50
Soulbound
Unique Equipped
1,560 Armor
21 Finesse
49 Moxie
214 PvP Power Rating
214 PvP Defense Rating
Special: Calisthenics: Increases your base Movement Speed by 9%. Additionally, whenever your endurance is depleted you gain a buff increasing your Armor by 864 for 5s.
+72 PvP Defense Rating
+14 Critical Hit Rating
Durability: 70/70
Buy for: 350
Sell for: 1

4. ETOOLTIP

Ever have trouble picking between two pieces of gear? Having EToolTip adds extra information on the bottom of your tooltip to help comparing and deciding which gear is better.

It will display a stat summary (gains will be displayed green, while stats lost will be displayed in red)

It can show rating conversions (for an example, 0.16% deflect chance = 20.5 rating)

It can show the milestone points gained

Typing in /ett will open the settings window for further customization.

You can opt to ignore certain stats, and to also ignore the rune slot stats. (Personally, I find it helpful since you're often comparing gear with empty rune slots).

The font color is also completely customizable!

This addon is great while leveling up since it makes it visually easier to determine if a quest or challenge reward is an upgrade!

3. BETTERQUESTLOG

This is definitely a must-have for leveling! BetterQuestLog will make your quest log much cleaner and... Better. As the name suggests.

The default UI categorizes quests by episodes, world story and tasks in a tree-style format which can sometimes feel impractical.

BetterQuestLog on the other hand, combines all your quests in a single flat menu, divided by zone. Tradeskill dailies and imbuement quests also have their own categories.

Trinette's datachron is oddly forthcoming about her plans. She's attempting to use the sound keys to take control of the resonance tower.

2. TAPTHAT

TapThat will automatically complete CSIs (Client Side Interactions) when you start them (which includes the Rapid Tap, Press and Hold, Metronome and Memory ("Simon Says") sequences that you often see in quests). It does not, however, automatically break you from CC (crowd control).

This addon is completely optional and will not hinder your gameplay if you chose not to use it, but it will save you a lot of time being able to automatically complete the "Simon Says" portion of quests!

1. ENTSPY

Alternatives: AythQuest, Perspective, TrackMaster, Zen Radar

EntSpy makes it to #1, not only because it's tremendously handy for leveling, but also because of its utility and customization outside of questing!

Straight out of the box, EntSpy will display yellow dotted lines to the closest objectives and quest items, making it incredibly easier to locate hard-to-find objects.

It may feel a little overwhelming at first, but fear not: There are tons of customization options!

For an example, you can reduce the amount of "lines" displayed, or turn on and off a number of things to track.

"/es" will open the configuration menu.

Tracking options: Farming (plants), gathering nodes (mining, relic hunting, survivalist), quest units, primes, path, quest givers, events, PvP, PvE, guild members, challenges, lore (datacubes, journals), and weapon subdue.

I really hope these addons will help enhance your leveling experience! Don't forget, every player has their own tastes and personal preferences when it comes to addons, and there are plenty more to check out on Curse.com!

Good luck!

[1] If you need help downloading and installing addons, refer to the Addons 101 article in the WildStar Magazine Issue #2!

By Nadine Tawney

If you want to be the first to know about the latest updates to the

Wildstar Community Magazine, be sure to subscribe!

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All about WildStar!

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T	A	A	R	I	O	G	N	C	E	R	E	G	Z	K	O	B	P
A	O	S	B	N	S	V	B	T	N	V	T	A	E	I	L	A	A
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Click this page to download the Wordsearch!

KEEP CURRENT WITH FANSITES AND PODCASTS

Are you like us and don't have access to our beloved Wildstar 24/7? Fear not! Because there are others who do! And they can share their findings with you when you are on the go!

Go and check these podcasts and fansites on your daily lunch breaks. Don't forget to search #Wildstar on Twitter and join the community chatter!

WILDSTAR PODCASTS AND MEDIA:

- **Strange Tales from Outer Space**
- **Wildcast**
- **Wildstar Wednesday (Youtube)**
- **Quantum State Radio (Internet Radio)**

FANSITES:

- **Wildstar Wikia**
- **Wildstar Core**
- **Wildstar Central**
- **Readycheck**
- **Living in Wildstar**
- **Jabbithole**
- **Wildstar Logs**

OFFICIAL CHANNELS:

- **Wildstar Youtube**
- **Wildstar Twitch**

Tune in every Tuesday 1PM PST for: Zero to Fifty with Community Manager Tony Rey and gang!

By Tadamichi Hosokawa

Loftite

Loftite is a unique crystal found only on Nexus, infused with exotic energies that make it float. As a result, larger crystals often tear chunks of earth out of the ground.

Carbine STUDIOS
WILDSTAR

AN END-GAME GUIDE TO: RAIDING

Raiding in WildStar is challenging, rewarding, and FUN! But also, it is a real commitment. Nadine handpicks some hints and tips for raiding.

THE WARM UP

Before you can step afoot in Genetic Archives, the first raid encounter, you will need to complete the attunement quest chain. Because of this requirement, some players may feel like it's too big of a wall to jump and give up the idea of raiding, but in reality, it's not as difficult as it seems! The attunement will actually help sharpen your skills, awareness and communication; all important assets required to be successful in raids.

THE 12-STEP PROGRAM

Step 1: Reach level 50!

Step 2: Save 150 Elder Gems and purchase the Genesis Key from the Elder Gem vendor in Thayd (Exile) or Illium (Dominion). At level 50, instead of gaining levels after filling up your XP bar, you gain Elder Points! There is a cap of 140 per week.

Step 3: Defeat Pyralos, located east of Kel Ulgar in Wilderrun. This mini-boss can be done solo!

Step 4: Get beloved with your faction. You can gain reputation from quests, adventures and dungeons. Veteran adventures are a good way to go for an easy rep grind.

Step 5: Complete the solo instance "Arkship Heist".

Step 6: Get Silver or higher in all 4 veteran adventures. (The objective and time requirement vary depending on the adventure).

Step 7: Complete the instanced event "Mech-Assault" in Farside.

Step 8: Get Bronze or higher in all 4 veteran dungeons (Just like adventures, the time requirement and objectives vary per dungeon).

Step 9: Complete the mini-boss event "Slugging it Out" in Malgrave.

Step 10: Complete the quest "Flight of Fancy" in Galeras (Exile) or Auroria (Dominion).

Step 11: Defeat 12 of these world bosses:

- Aggregor - Crimson Badlands (-22330, -27583)
- Defensive Protocol Unit - Farside (3756, -5818)
- Doomthorn the Ancient - Galeras (6248, -2474)

- Dreadwatcher - The Defile (3206, -3650)
- Grendelus the Guardian - Celestion (2773, -1461)
- Hoarding Stemdragon - Ellevar (-2585, -4512)
- King Honeygrave - Auroria (-7681, -2239)
- Kraggar the Earthrender - Algoroc (3515, -3316)
- Metal Maw - Deradune (-5135, -460)
- Metal Maw Prime - Whitevale (1976, 370)
- Scorchwing - Blighthaven (2306, 6832)
- Zoetic in Wilderrun (1079, -3604)
- Hellrose Bowl event in Malgrave (3 bosses!)
- R12 Containment event in Malgrave

Step 12: Kill Kythria, the extra boss in veteran Kel'Voreth.

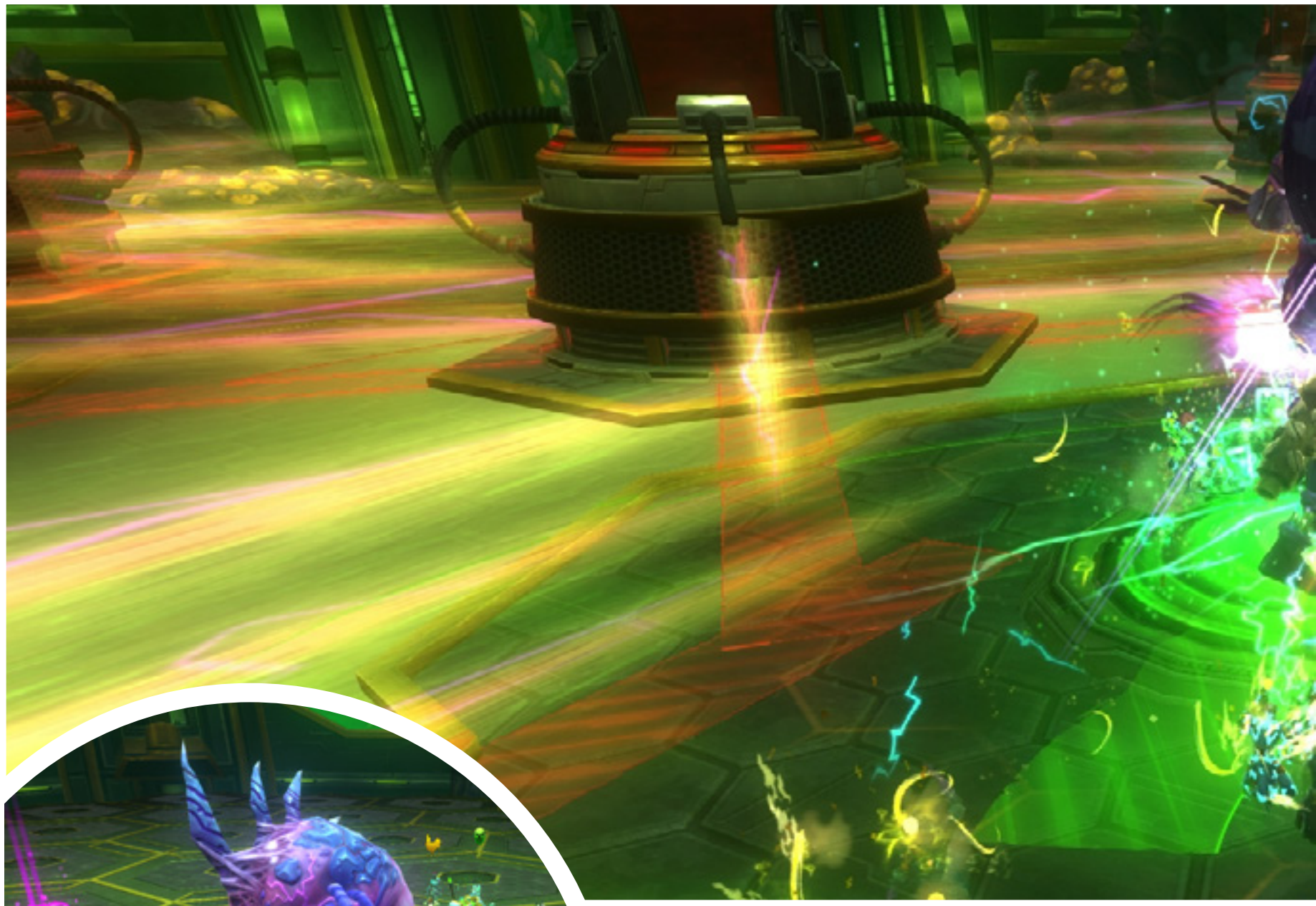
Congratulations! You are now attuned!

FINDING THE PERFECT GUILD

As raids in WildStar are very dependent on teamwork and communication, finding a good raiding guild is crucial for a positive raiding experience.

Before you start shopping around for a guild, ask yourself these questions:

- What days am I available to raid?
- How many hours a week can I dedicate to raiding?
- What am I looking for? A casual family-oriented guild? A cutting-edge "hardcore" guild? Or, something in between like a semi-hardcore guild?
- What role do I want to fulfill? Tank? Damage? Healer? (Am I willing to compromise if there aren't spots available?)



There are many ways to find a guild:

On the official WildStar forums, each server has its own forum section, where you can find plenty of guild recruitment threads! There are also a handful of guilds that advertise in major cities in zone chat. Be patient, and keep looking until you find a guild that meets your needs and fits your schedule.

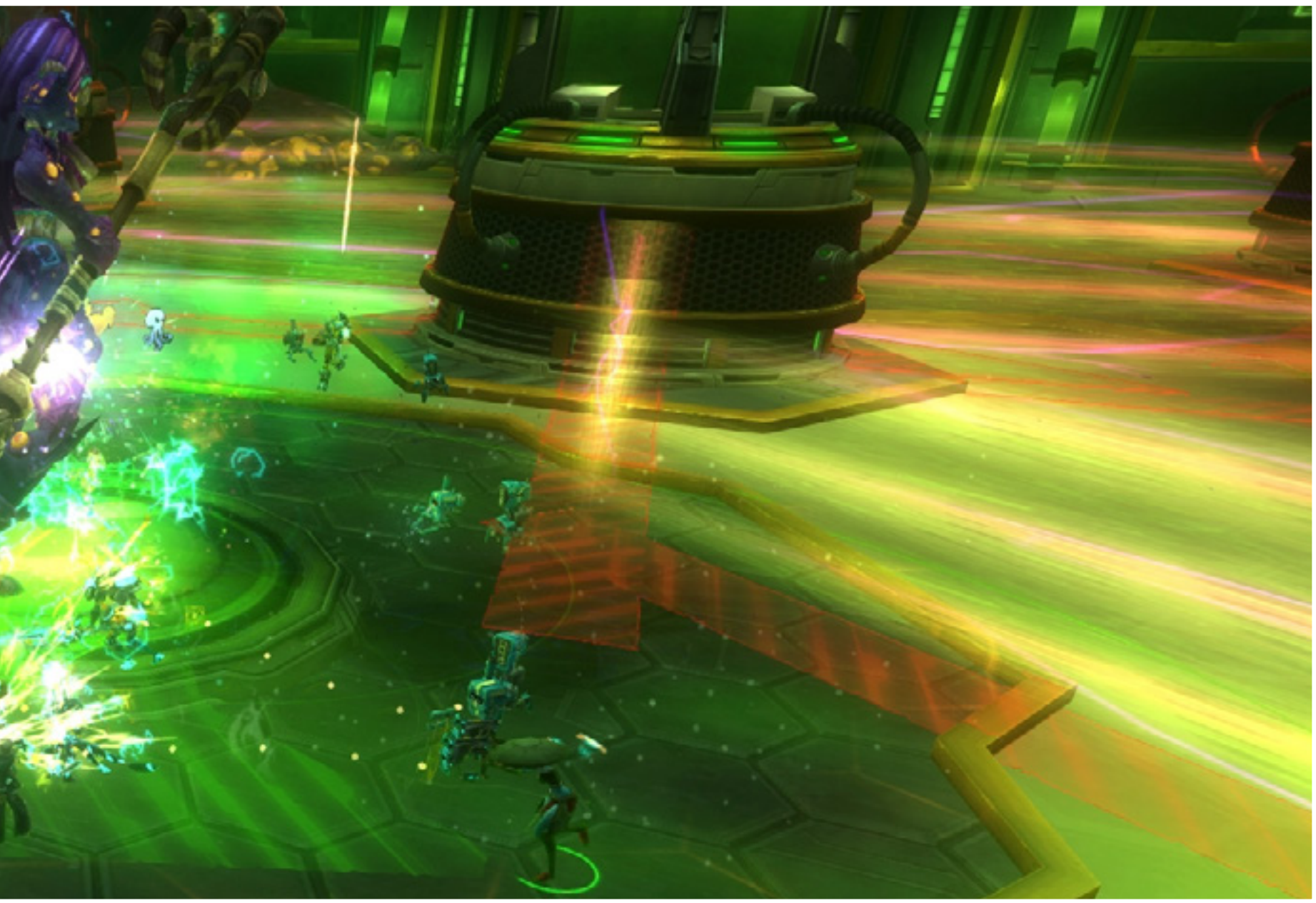
Be prepared:

Some guilds will require you to fill an application, or even an interview. Most will not require to be attuned, but will almost always require a voice chat program such as Mumble or Teamspeak 3.

BE YOUR BEST

If you're truly serious about being a great raider, the key is to keep trying to improve yourself:

- Read or watch boss guides prior to raid.
- Keep tabs on all your class updates.
- Try to acquire all the best pre-raid gear you can.
- Stay on top of your runes and LAS builds: For an example,



some classes have different sets for single-target fights and multi-target fights in order to maximize damage.

- Stock up on food, boosts and medishots! Technologists can craft boosts that give up to 71 points to a primary stat and medishots that instantly heal you for up to 8096 health. Having these in hand can be very crucial. There'll often be situations where a healer can't reach you where a self-heal will be critical for your survival!
- Buff food can be bought from reputation vendors, depending which primary stat you need. You can also acquire food from Tier 6 Festival plots. The buff will provide 67 points to a primary stat!

List of food vendors:

- Brutality: Blademaster's Meal (sold by Broker Kelsasite (E) or Dealer Fozzy (D) in Northern Wastes)
- Finesse: Marksman's Meal (sold by Trader Nexa (E) or Provisioner Omnichron (D) in Crimson Badlands)
- Grit: Defender's Meal (sold by Trade Nexa (E) or Provisioner Omnichron (D) in Crimson Badlands)
- Insight: Healer's Meal (sold by Broker Kelsasite (E) or Dealer Fozzy (D) in Northern Wastes)
- Moxie: Magician's Meal (sold by Shopkeeper Thriftyroot (E) or Supplier Serra (D) in Malgrave)
- Tech: Machinist's Meal (sold by Shopkeeper Thriftyroot (E) or Supplier Serra (D) in Malgrave)

By Nadine Tawney

STAR™

DRESS UP FOR THE HOLIDAYS!

One of the things I love about WildStar is all the possibilities we are given - things that we can build and the ability to make your own costumes and to dye them.

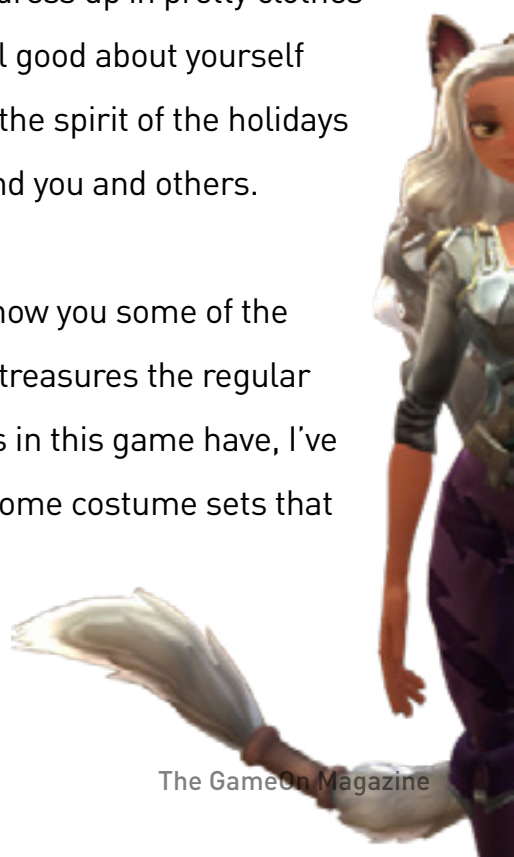
Unfortunately this year, we will not have any holiday events that we know of thus far. But there are many ways we can get in the spirit of the holidays in WildStar and make our own holiday joy by dressing up and using the costume system.

There are a lot of sources in the game to get armour pieces to build a costume. Even clothes that at first glance look like nothing special can be a hidden treasure another day for a costume set. When it comes to costumes, there are almost no limitations; of course there can be a level requirement or a small budget stopping you, but other than that it's just your imagination that can limit you.

Even if you have got a small budget, you can make some really nice outfits by using the sources we are given naturally in game. Quest rewards and drops are a really good source when it comes to finding hidden treasures to use for costumes. Don't underestimate them, make it a habit to always take a good look at the rewards you get before you do anything else with them. Use that nice ability to inspect item's we have been given, so we can look at all things in the game, vendors, drops and more.

Even the standard armour from vendors in the city can be combined to make/arrange some really nice looking holiday and winter costumes. One of the things I love about the holidays are party clothes. Even if you don't like parties, it's nice to dress up in pretty clothes and feel good about yourself and let the spirit of the holidays surround you and others.

To show you some of the hidden treasures the regular vendors in this game have, I've made some costume sets that



I hope will give you some inspiration for dressing up for the holidays.

PARTY DRESSES:

- Shine in Gold and Red
  Heavy: Offworld Alloy Vest (Level Req 25)
  Medium: Modest Leather Pants (Level Req 10)
  Cryo Suit Shoes (No Req)
- Silver and Purple Party All Night
  Heavy: Amored Chest Guard (Level Req 10)
  Medium: Protostar Choice Camo Pants (Level Req 35)
  Cryo Suit Shoes (No L Req)
- Holiday Helper
  Chestwrap of Critter Warden
  Leggings of Endless Wealth
  Slippers of Teleportation

(All of these costume parts are from Shady Dealer in Thayd, or Dred Surplus Vendor in Illium.)

Party dresses are fun, but when it's cold and snowy outside, you need some warm clothes.

WARM CLOTHES:

- Mix and Match Colours
  Costume: Scruffy Hat of the Hero (No Req)
  Light: Offworld Fabricshirt (Level Req 15)
  Light: Light Leather Gloves (Level Req 25
  Medium: Imported Hide Greaves (Level Req 45
  Medium: Protostar Choice Rrail Boots (Level Req 35)

- Homemade Winter Warmth
  Costume: Fluffy Hat of the Hero
  Light: Inlaid Oilcloth Robe
  Light: Baneslime Branded Feelers
  Light: Modified Protostar Knikers
  Light: Conduktors Soft Treads

This is a dress made from green and blue armour parts that I found when I was out and about in the world on my travels on Nexus.

And lastly, a costume can be good looking as it is, but if you want, you can dye it and make it look completely different than before. Dyes can be bought at a Protostar dye specialist. You can get them from some challenges or

you can get them from drops. For some players, holiday colours are red, green, silver and gold, but for others, it can be different colours. In the end, it really doesn't matter, as there are no right or wrong colours when it comes to your version of holiday dress up. Use your imagination and create your own version of a holiday costume, or use mine if you like.

Have fun and dress up in the holiday spirit. Share the joy and fun we have been given in this awesome game. I wish you all a happy holiday when the time comes.

By Anneli Torgersson

INTERVIEW WITH MARK HULMES

We took some time to catch up with the English community manager of NCSOFT, and ask him a few questions about WildStar.

GameOn: A big thing at the moment is cosplay, so have you seen any really good Cosplay that has impressed you yet?

Mark: We are starting to see more and more Cosplay showing up for WildStar now. It was really funny because just before I joined the WildStar team we had started to see people that were starting to do characters from our Blur cinematic trailer long before the game was launched, which was really good. We had Jessica Nigri and somebody else at PAX who did some amazing WildStar costumes and they came on to our booth. We invited them over there to share their costumes and have photos with fans. We are starting to see a few more. There was actually a very sweet girl at the MCM Comic Con in London, who had come along with her dad and she had made an Aurin costume of her character. She was too shy to come over to our panel and have her photo taken so I ended up rushing out with plushies and T-shirts for her. It was really really sweet. So yes, we are starting to see more of it. I think the art style, the design of the armour, and the design of the

characters and races really lends it well, so we are really hoping to see more and more come out and maybe we can look at doing some competitions in the future as well.

GameOn: How many people do you think are currently playing WildStar?

Mark: I am not a numbers man. I don't know if we have released any numbers. We exceeded our expectations in terms of activations around launch but I don't really have any numbers to hand that I could give you. We are certainly in the multiples of hundreds of thousands.

GameOn: What is Carbine doing to help promote the community of WildStar in general?

Mark: We are working on a number of projects. At this minute the developers have definitely been more focused on things like fixing and feedback and planning new content. As a community team we have been working on a number of things. We have started featuring things like player housing which is something that has really taken off well in WildStar, so we are going to be starting to feature WildStar housing almost like in a weird version of MTV's Cribs kind of thing. Our Wikia partner is going to be doing a Cribs week where we show off really amazing housing projects. We have a really creative community so we have fan art all the time. We feature that on our Facebook and we feature that in our live streams that we do each week. We do live streams which approach different topics and they are done by our North American team and they feature loads of fan art and stuff in that as well.

GameOn: Do you actually rent the houses or the land - how does that actually work?

Mark: So the way that housing works in WildStar is that at level 14 you get your plot of land and it is instanced. It is not like old MMOs like Star Wars Galaxies where you have zones where you can build them in the live game. All the housing is instanced. You just have a plot, you go there and you use currency and you buy a house and then you can add decorations. You can add cool stuff to it like these plugs; you might have a crafting station or you might have a jumping puzzle. It is not rented, it's permanently open and you always have an unlimited teleport to go back

from your house as well. Housing is our rest xp hub so you get the most rest xp by logging out at your house. We use normal game currency like gold, and we also have what we call a customisation currency called Renown which you earn by playing with other people in the game. So if you run a dungeon, you're earning Renown as well as loot and currency and gold. You can use that for things like rare housing items, etc.

We have a neighbour system where you can make your house public and all anyone has to do is go to a teleport and type your name and they can visit. Some of the stuff we have been seeing is incredible. People are creating mini zones within their housing plots because you get a fair sized chunk of land, and the way that our decor works is that you can pretty much place it anywhere and you can scale it up, you can make it massive, you can make it tiny, you can clip them to each other to create different shapes. I have just been looking at one today where a player has created a spaceport on their plot so that they have laid down metal plating for the floor and they've built walkways around a big ship in the middle with neon signs all over the place. It's a very Bladerunner kind of feel. It's amazing the creativity that we have seen people use - they will surround their housing plot with walls to create a massive interior.

GameOn: Could you explain to us about warplots? And do you have guilds in game?

Mark: We do yes. We have a guilding system. Warplots are slightly different. You don't create a warplot as a guild - you actually form something called a war party so you could have your guild as the same thing - you could create a war party from your guild members, but at the same time, if maybe only half your guild are interested in PvP, you can take that half and then find 20 more PvPers who don't want to be in a guild to join your war party. The way it works is that you build up your base before hand and you plot defenses and things like that.

GameOn: So are warplots more of an event?

Mark: It's more of a mixture of a battleground, housing and an open massive zone. It's not like a tiny battle ground. It's a huge plot of zone to fight in. So it's a BG, open world PvP and housing all mixed together. You can do crazy things like summon bosses to your warplot or to the enemies' warplot. You can actually capture a dungeon or a raid boss out in the main leveling game and then you can use that boss in a warplot against the enemy team.

GameOn: Do you have any leagues within the game at the moment?

Mark: We do have a rating system. We just go off basic ELO

rating and primarily that's used for arenas but there is warplot rating as well. We haven't organised any official competitive tournament play, we haven't done any eSports or anything like that yet. The PvP design team want to see how the PvP grows naturally and how it evolves and then they want to work on finding a way to support that and make it a competitive play.

GameOn: Your trailers for WildStar are very comical. Does that humour and comedy come in to the actual game itself?

Mark: There is definitely a lot of that humour in the game. I always remember one particular quest, if you play through on the Dominion side, there is a quest where these Chua are scientists. The Chua are this mad scientist-gremlin-gerbil folk and they have strapped a bunch of explosives to a rhino and put a remote control brain control thing and you have to guide this explosive rhino into packs of hunters, but at the same time all the female rhino are falling in love with you and you have to try and get away from them so they don't set off the explosives. There is all this really silly, nice break and change of pace. There is one quest where you are chasing after a certain member of one of the factions . You are following dropped trashy romance novels that they have dropped in the wilds. Every time you pick one up it goes in to your little lore box and you can go back and read it. It's WildStar trashy "mum romance".

There are things like that. The game definitely has its serious tone and its serious side as well, especially when you get into the world story and the main lore and things like that. Although it's definitely a slightly more serious tone, there's plenty of the trailer's humour in there as well. If you watch our 'What is WildStar?' video you have this announcer guy who's very American and says "All right Cupcakes, let's do this!" and like that. He is actually our announcer within the game as well so every time you level up he'll say something funny to you, when you get double kills he'll call you a bad ass etc. So that definitely transitions into the game.

By GameOn Magazine

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We'll see you in the next one.
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